```
public::VSImage
       Texture
  + texfilename
  + ismipmapped
  + data
  + name
  + stage
  + mintcoord
  + maxtcoord
  + original
  + bound
  + boundSizeX
  and 6 more...
  + FileNotFound()
  + checkold()
  + modold()
  + setold()
  + checkbad()
  + setbad()
  + InitTexture()
  + Bind()
    Texture()
  + Texture()
  and 30 more...
  + Exists()
  + Exists()
  # Bind()
  # UnBind()
  # Transfer()
  PipelinedTexture
+ operator==()
+ operator<()
+ Clone()
+ Original()
+ PipelinedTexture()
+ PipelinedTexture()
+ ~PipelinedTexture()
+ beginMutate()

    + Swap()

+ endMutate()
+ MakeBothActive()
+ MakeActive()
+ MakeLastActive()
```